

# Weilun Sun

## Email

sunweilunjwilson@berkeley.edu

## Homepage

<http://sunweilun.github.com>

## EDUCATION

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### Doctor of Philosophy

2014 – present

EECS

Visual Computing Lab, UC Berkeley, California, USA

Advisor: [Prof. Ravi Ramamoorthi](#)

### Bachelor of Engineering

2010 – 2014

Computer Science & Technology

Tsinghua University, Beijing, China

Overall GPA: 88/100

Official Overall Ranking: #21 out of 100 students

## RESEARCH EXPERIENCE

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### Interactive Detailed Cutting of Thin Sheets

August, 2014 – January, 2015

To appear in Motion in Games 2015

VCL, UC Berkeley

Advisor: [Prof. James F. O'Brien](#)

- Implemented cutting on triangle meshes.
- Implemented non-manifold grid shape function interpolation on triangle meshes.

### Anisotropic Spherical Gaussians

February – May, 2013

SIGGRAPH Asia 2013 Technical Paper

Graphics & Geometry Computing Group, TNList, Tsinghua University

Advisor: [Dr. Kun Xu](#)

- Investigated the form of Anisotropic Spherical Gaussian (ASG for short).
- Implemented a *Precomputed Radiance Transfer* rendering program based on theories in the paper.

### Sketch2Scene

September, 2012 – January, 2013

SIGGRAPH 2013 Technical Paper

Graphics & Geometry Computing Group, TNList, Tsinghua University

Advisor: [Dr. Kun Xu](#)

- Reproduced a single-model retriever based on paper [Sketch-Based Shape Retrieval](#).
- Implemented part of the GUI of the project system.

## PUBLICATIONS

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- “Anisotropic Spherical Gaussians,”  
Proceedings of SIGGRAPH Asia 2013, ACM Transactions on Graphics 32(6), 209:1 - 209:11, 2013.  
[Kun Xu](#), [Wei-Lun Sun](#), [Zhao Dong](#), Dan-Yong Zhao, Run-Dong Wu, [Shi-Min Hu](#)

- “Sketch2Scene: Sketch-based Co-retrieval and Co-placement of 3D Models,”  
Proceedings of SIGGRAPH 2013, ACM Transactions on Graphics 32(4) , 123:1–123:12, 2013.  
**Kun Xu**, Kang Chen, **Hong-Bo Fu**, **Wei-Lun Sun**, **Shi-Min Hu**

## RESEARCH RELATED COURSES

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|---|--------------|
| • CS289A, Introduction to Machine Learning, UC Berkeley                   | Fall, 2015   |
| • MATH228A, Numerical Solution of ODEs, UC Berkeley                       | Fall, 2015   |
| • CS274, Computational Geometry, UC Berkeley                              | Spring, 2015 |
| • MATH228B, Numerical Solution of PDEs, UC Berkeley                       | Spring, 2015 |
| • CS284A, Computer Graphics, UC Berkeley                                  | Fall, 2014   |
| • CS294-26, Computational Photography and Image Manipulation, UC Berkeley | Fall, 2014   |

## TEACHING

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Teaching assistant for CS194-26, UC Berkeley Fall, 2015  
 Instructor: **Prof. Alexei Efros**  

- Designed original mid-term exam questions.

## INTERNSHIP

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**Samsung Research America** May, 2015 – August, 2015  
 Advisor: **John Brothers**  

- Research on acceleration of convolutional neural network evaluation.

## PRESENTATIONS

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SIGGRAPH Asia 2013 Technical Paper for *Anisotropic Spherical Gaussians* November 22<sup>nd</sup>, 2013

## COMPUTER SKILLS

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**Programming Languages:** C/C++, Java, Python, Matlab  
**Softwares & Applications:** OPENCV, OPENGL, QT, CUDA  
**Operating Systems:** Windows, Linux, MacOS